

CREATIVE ARTS - GRAPHIC ILLUSTRATION

Experience the magic of graphic illustration where creativity knows no bounds. Dive into the essentials of shape language, perspective drawing, and the art of portraying characters, whether human, animal, architectural, or natural landscapes. Choose your canvas—whether it's digital applications, pencil sketches, vibrant markers, or soothing watercolours. Embrace the medium that speaks to your artistic soul and watch your skills flourish toward your chosen graphic design product.

PREREQUISITES: STAGE 1 IN GRAPHIC DESIGN AND COMMUNICATION OR ANY OTHER VISUAL ARTS DISCIPLINE WOULD PREPARE YOU FOR STAGE 2.

WHAT WILL YOU LEARN?

01. Explore drawing and graphic illustration methods and digital technologies to produce creative arts products.
02. Develop creative solutions to problems using graphic illustration, media techniques and processes.
03. Understand the creative arts and design pathways and practitioners who work in the field.

Transferable Skills	
<ul style="list-style-type: none"> • Collaboration and teamwork • Creativity, critical thinking and problem solving • Communication, written and visual literacy • Planning, organising and time management 	

Assessment	
ENGAGE	Practical skills and product development 75%; Reflection 25%
Stage I	50% Folio (Practical skills 30%; Inquiry 20%), 50% Product
Stage II	Product 50%; Inquiry 20%; Practical Skills 30%



VOCATIONAL PATHWAYS

- Certificate IV in Design
- Diploma of Graphic Design
- Diploma of Game Development



TERTIARY PATHWAYS

- Bachelor of Creative Industries
- Bachelor of Creative Arts
- Bachelor of Design (Illustration and Animation)



CAREERS

- Advertising and marketing illustrator
- Graphic Designer
- Game and Character Artist
- Art and Design teacher
- Concept artist



SACE STAGE 1 | 10/20 CREDITS
ONE SEMESTER /FULL YEAR



SACE STAGE 2 | 20 CREDITS
FULL YEAR



ATAR SUBJECT